

⊗ AMSTRAD DISK ⊗



GREEN BERET

GREEN BERET

Its program code, graphic representation and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved worldwide. Green Beret runs on the Amstrad CPC 464, 664 and 6128 micro computers.

LOADING

DISK – Insert the program disk into the drive with the A side facing upward. Type |DISK and press ENTER to make sure the machine can access the disk drive. Now type RUN"BERET and press ENTER the game will now load automatically.

THE GAME

RESCUE THE CAPTIVES!

You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – you are alone, against immeasurable odds, have you the skill and stamina to succeed?

CONTROLS

The program is controlled by joystick and keyboard which is redefinable.

JOYSTICK

(PRESS FIRE TO ACTIVATE JOYSTICK MODE)

The Green Beret is moved as follows using a combination of up, down, left and right.



Fire Button – KNIFE FUNCTION

Space – SHOOT

KEYBOARD

(PRESS ESC TO ACTIVATE)

Keys may be defined from main menu to suit.

Default keys are:

Z - UP	SPACE - KNIFE
W - DOWN	ENTER - SHOOT
O - LEFT	
P - RIGHT	

While playing pause mode can be obtained by pressing ESC (Flashing P in bottom right hand screen will indicate). When in pause mode press DEL to quit game of any other key to continue play.

PLAYING RED ALERT!

Use the platforms and ladders to advance through four defence stages:-

Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick and shoot to stop you.

Watch your step - you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the Commandant (in blue).

Weapons are:

Grenade	Rocket Launcher	Flame Thrower
---------	-----------------	---------------

Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal. . .

STATUS AND SCORING

At the top of the screen is your score, the current high-score and the stage you are currently on. Lives are deployed graphically below this and any weapons you may happen to have will be shown at the bottom of the screen. Extra lives are awarded every 20,000 points and at the end of each stage up to a total of 8 lives. Upon completion of a stage, you will also be given an extra 3,000 points and 6,000 for completing the prison camp stage.

HINTS AND TIPS

- Avoid the bullets by lying down and the grenades by jumping.
- Try to save weapons for the end of each stage.
- It is easier to knife people whilst standing still.
- Use your weapons tactically.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

**MR. YATES, IMAGINE SOFTWARE (1984) LIMITED, 6 CENTRAL STREET,
MANCHESTER M2 5NS.**

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned immediately to you, at no charge. Please note that this does not affect your statutory rights.

GREEN BERET

Program code by Keith Wilson

Graphics design by George Wright

©Konami

©1986 Imagine Software (1984) Limited

Produced by D. C. Ward.

3D GANGSTERS "HIT" YOUR SCREEN



MOVIE

Gangsters of the underworld are sizing you up for a 'hit'. If you think you can talk your way out of trouble, beware ... you may be talking your way into it! Interactive 'bubble' speech adds to the drama of this true life detective movie.



Mikie plays a knockout frantic farce in the classroom, locker room and the high school cafeteria. Hip-zap, door attack, throw balls and pies ... but can you make him hand his love letter to his girl-friend?



MIKIE — He's the hottest cookie in school!